

Clayton Youth Baseball League

Grade 1 & 2 Grade Baseball

Rules

Ball:

1. Play with a soft/training baseball (T-Ball)
2. Each team provides one (1) game ball for each game

Distances - Pitching and Base:

1. Pitching rubber at 30'. Bases at 46'.

Balls and Strikes:

1. Players may not walk. A limit of 10 pitches is allowed for each batter. If they have not hit the ball within 10 pitches, an out will be called.

Base Running/Stealing:

1. No leadoffs allowed. Runners may leave the base when contact is made with the ball. Coaches are To continuously remind the runners ... "NO LEADOFFS".
2. No base stealing allowed.
3. Any runner (which includes the batter) may advance ONLY ONE BASE from the time the ball is hit. Players can only advance one base at a time regardless of where the ball is hit or any overthrows.

Batting/Batting Order:

1. Coaches should keep a written batting order and should continually remind players of that order. If a player begins batting at the wrong lineup spot, the coach should call time out, send the correct player up and the count will start over. If a wrong batter is noticed after he bats, simply make the correction the next time up.
2. Players arriving late to the game must be added to the bottom of the batting order.
3. An illegal player is any player on a team who was not drafted at the time of the draft or whose appearance has not been specifically approved. **Penalty:** forfeiture of the game.
4. The throwing of bats is very dangerous. The following rules will apply:
 - *The first time a player throws a bat, player and coach will be warned.
 - *The second time it occurs in a game, the player will be called out.
 - *If, at any time, a bat is thrown in an unsportsman like manner, the player will be called out and ejected from the game without further warning.
 - *This rule also applies to defensive players as well: for example, a catcher or other fielder throwing a bat out of the way in anticipation of a play at the plate.

Batting Helmets:

1. All batters, runners and on deck batters must wear a batting helmet.
2. Runners must keep their helmet on at all times. If a runner intentionally removes a helmet during play, the team will receive a warning. If anyone on the teams takes off their helmet again, that child will be called out.

Bunting:

1. Bunting is prohibited.

Catcher/Pitcher:

1. One coach will serve as pitcher while the other will serve as catcher. The coaches pitch and catch for their own team.
2. The coach catcher only can cover home plate and make an out when the ball has been thrown to him in a force-out situation.
3. Coach catchers masks are optional but encouraged, if needed they are available at the Clayton Community Center to pick-up.
4. The coach pitcher ONLY can pitch and is NOT to field the ball or take a relay throw (with the intention of making another throw). If the ball is hit off the coach, it is considered "in play."
5. On a force out situation, intentionally dropped balls will still result in an out.
6. The coach-catcher cannot:
 - *Make a tag
 - *Field a fair ground ball
 - *Catch any tip or pop up
 - *Throw to a base

Game:

1. A complete game is six (6) innings. An official game is three (3) innings, therefore if game is called because of inclement weather after 3 innings; it is an official game and will not be rescheduled.
2. A 1 hour and 15 minute time limit is in effect for each game or 6 innings whichever comes first. Should an inning go past the time limit, at 1 hour and 25 minutes into the game, it will be stopped and called an official game (it does not matter what point the teams are at, the game comes to a dead stop).
3. Games will be called for darkness at the umpire's discretion.

Game Cancellations:

1. In the event of inclement weather or poor field conditions, games will be canceled. Always check the status of games by calling the Clayton Sports Hotline at 290-8515.
2. Clayton Parks and Recreation will attempt to reschedule any canceled games. The league will do everything possible to see that each team plays eight (8) games during the duration of the season.

Infield Fly Rule:

1. The infield fly rule does not apply in this grade level.

Injuries:

1. If a player is injured, removed from the game and cannot bat when called upon, the next batter in the lineup will be up. The player will be allowed back in the lineup (in the same spot) and the field when he feels physically capable and the coach is absolutely sure the child is capable of resuming play.
2. If a batter is injured and removed from the game, the next batter is up and the count starts over. The injured player will be allowed back in the game when he feels physically capable and the coach is absolutely sure the child is capable of resuming play.

Outfielders:

1. Outfielders may not cover a base and receive a throw to a base or tag a base.

Players:

1. Seven to ten (7 - 10) players from each team may begin play. A maximum of 10 players can play in the field at the same time and no more than 6 players are to be in the infield. More than 6 will clutter the infield and will create a safety hazard. **Note:** Coach will serve as the catcher.

2. If a team has less than 7 players at game time, teams may and should borrow players from the opposing team in order to make an even game. Coaches should ask, not order, players to switch teams and should applaud their help and sportsmanship.
3. Coaches **must give all team members equal playing time on defense.** All players should play an equal amount of innings at an infield and outfield position.
4. All players present will bat in a specific batting order, whether he is playing defensively or not. Late players **MUST** be added to the bottom of the batting order.

Scoring:

1. In any inning of a game, the batting team may score no more than seven (7) runs. Once seven runs have scored, the batting team will return to defense, regardless of the number of outs. This rule will be adhered to throughout the game.
2. Each half inning consists of 3 outs or the seven run rule. Note: the next inning's batting order begins where it left off the previous inning.
3. Do not keep score, just the seven run rule. Do not forget: stress fun, sportsmanship, and learning and improvement. Also, be enthusiastic, be positive and applaud the kids.

Umpires:

1. No umpires will be provided. The coaches will self-umpire games.

Uniforms:

1. In all leagues, all metal spikes are prohibited. Tennis shoes, rubber or plastic cleats/spikes are allowed.
2. Each team shall be dressed alike and have uniform shirts of the same color.

Conduct:

1. All spectators who are not directly connected with the teams or the league must stay at least ten feet behind the foul line.
2. If a discipline problem with a player arises during a game, and a coach wishes to remove a problem player, he shall notify the opposing coach and adjust the batting order. The coach must call the Clayton Parks and Rec. Department the next business day to explain the situation.
3. Players must remain in the designated bench area during the game.
4. There shall be no heckling of an opposing team by anyone, nor shall any spectator or player verbally or physically attempt to distract an opposing player. Violations of this rule will result in ejection of offending player(s) and/or forfeiture of the game.
5. The coach is responsible for the conduct of his or her spectators, parents and players on the field and bench. Coaches, players or spectators who are verbally abusive to players or each other may be ejected by the coordinator and must leave the field immediately.
6. If, in the umpire's or coordinator's opinion, a player or coach is not conducting himself or herself in a proper manner- such as misconduct, yelling at the umpire, profane or abusive language directed at another, violent or dangerous play – the player or coach will be given a warning. Upon further occurrence the coach or player will be ejected from the game. If the conduct is of an extremely violent, dangerous and intentional nature, the umpire may eject a player or a coach without a prior warning. An ejected coach or player shall immediately leave the field.
7. The umpire/coordinator shall report all ejections to the league as soon as possible after the game is completed, together with a brief statement of the occurrence. A player or coach expelled from a game will be automatically suspended by the league for their next game and can be suspended for longer than one game depending on the seriousness of the infraction.